Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (currently amended) A betting terminal, comprising:

a gaming server operable under program control to regulate the progress of any one of a number of different selectable games;

a user access facility usable by a player to select any one of the number of different selectable games for play and to place a wager on any turn thereof;

a communication network providing communication between the user access facility and the gaming server;

a storage means communicable with the user access facility by means of the communication network; and

a logging facility associated with the user access facility, <u>the logging facility</u> including:

    a)   a buffer memory ~~capable of storing~~ <u>configured to store</u> transaction data <u>corresponding to a predetermined number of consecutive wagers</u> ~~relating to the player's wagers on a plurality of turns of any of the different selectable games~~; and

    b)   a logging application software program ~~operable~~ <u>configured</u> to ~~log~~ <u>buffer</u> transaction data in the buffer memory and to ~~automatically~~ download the ~~logged~~ <u>buffered</u> transaction data from the buffer memory to the storage means when the buffer memory is full.

2. (previously presented) A betting terminal as claimed in claim 1 in which the gaming server is communicable with a plurality of different user access facilities by means of the communication network, each one of the plurality of different user access facilities having a corresponding unique identification code and a corresponding logging facility.

3. (currently amended) A betting terminal as claimed in claim 2 in which ~~logged~~ transaction data downloaded to the storage means by the logging facility in each of the plurality of different user access facilities is consolidated and merged in the storage means.

4. (previously presented) A betting terminal as claimed in claim 1 in which the transaction data relating to any wager includes data relating to a size and type of the wager, an outcome of the wager, the outcome of the wager being either successful or unsuccessful, a size of a prize won by the player when the wager is successful, and a corresponding identity of one of the number of different selectable games on which the wager was placed.

5. (previously presented) A betting terminal as claimed in claim 4 in which the transaction data relating to any particular wager also includes a unique identification code of a user access facility from which the player placed the wager.

6. (previously presented) A betting terminal as claimed in claim 1 in which the games are casino games.

7. (previously presented) A betting terminal as claimed in claim 1 in which the communication network is the Internet.

8. (previously presented) A betting terminal as claimed in claim 7 in which the user access facility is a computer workstation connectable to the World Wide Web of the Internet.

9. (currently amended) A method of operating a betting terminal, comprising the steps of:

operating a gaming server under program control to regulate the progress of any one of a number of different selectable games;

selecting, by means of a user access facility, any one of the number of different selectable games for play and placing a wager on a turn thereof, the user access facility being communicable with the gaming server;

~~logging transaction data relating to each wager placed by the player on the user access facility;~~

~~logging~~ buffering transaction data relating to the player's wagers in a buffer memory of the user access facility ~~capable of storing transaction data for a plurality of turns of any of the different selectable games~~; and

~~automatically~~ downloading the ~~logged~~ buffered transaction data from the buffer memory to a storage means remote from the user access facility when the buffer memory is full.

10. (currently amended) A method as claimed in claim 9 that includes a step of linking a plurality of different user access facilities to be communicable with the gaming server, each one

of the plurality of different user access facilities having a corresponding unique identification code and ~~logging~~ <u>buffering</u> transaction data in a corresponding buffer memory.

11. (previously presented) A method as claimed in claim 10 which includes the further step of consolidating and merging transaction data downloaded to the storage means from the buffer memory in each of the plurality of different user access facilities.

12. (previously presented) A method as claimed in claim 9 in which the transaction data relating to any wager includes data relating to a size and type of the wager, an outcome of the wager, the outcome of the wager being either successful or unsuccessful, a size of a prize won by the player when the wager is successful, and a corresponding identity of one of the number of different selectable games on which the wager was placed.

13. (previously presented) A method as claimed in claim 12 in which a unique identification code of a user access facility from which the wager was placed is included in the buffered transaction data relating to that wager.

14. (new) A betting terminal as claimed in claim 1 in which the buffer memory is a circular buffer memory.

15. (new) A betting terminal as claimed in claim 1 in which the logging application software program is configured to flush the buffer memory once downloading of the buffered transaction data from the buffer memory to the storage means is complete.

16. (new) A betting terminal as claimed in claim 3 in which the merged transaction data in the storage means is available for offline queries.

17. (new) A method as claimed in claim 9 in which the buffer memory is configured to store a predetermined number of consecutive wagers.

18. (new) A method as claimed in claim 9 in which the buffer memory is a circular buffer memory.

19. (new) A method as claimed in claim 9, further comprising:

once downloading of the buffered transaction data from the buffer memory to the storage means is complete, flushing the buffer memory.

20. (new) A method as claimed in claim 11, further comprising:

making the merged transaction data in the storage means available for offline queries.